

Holy Family Catholic Primary School



With Christ at our Centre, we live, love and learn together, reaching out to all.
Only our best is good enough!

Computing, Music & PE – Spring 2A Overview

| Upper Key Stage 2 – Years 5 and 6 | | | |
|--------------------------------------------------------------|--------------------------------------------------------|------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Computing | Music | PE | |
| Coding Playground (Computer Science) | Ukulele | Dance | Dodgeball |
| Why it is critical children understand technology? | Play 4 chords Crotchet/quaver strumming patterns | Explore, improvise and combine movements expressively and fluently. | Increase pace and accuracy of a side shot throw. |
| Who makes all the amazing apps on the App Store? | Sing songs over simple chord changes | Use basic compositional principles when creating a dance. | Understand the importance of quick reactions in dodgeball. |
| Can you create your own app? What is text based coding? | | Provide constructive feedback about a performance. | Move quickly/dodge with full control. |
| Can you storyboard? Can you master Swift Playground? | | Recognise part of a performance that could be improved and explain how | Develop agility, balance and co-ordination. |
| Can you create a prototype? Can you master Swift Playground? | | | Increase accuracy and consistency of throws. |
| Can you present your app? Can you master Swift Playground? | | | Successfully throw the ball at a moving target with accuracy and consistency. Participate in games fairly, following the rules and showing good teamwork. |